

React Fast

Rules

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Materials

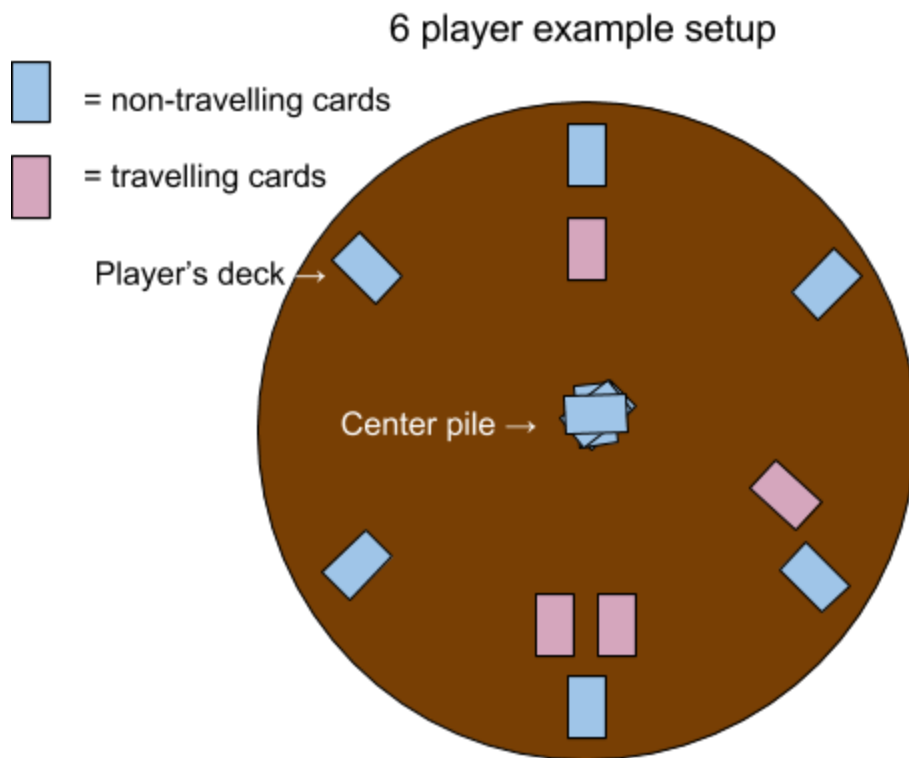
- 60 cards total
 - 36 number cards
 - 16 chance cards
 - 8 traveling cards
- 4 suits - each with 9 number, 4 chance, and 2 special cards
 - Coins (Clubs)
 - Gems (Diamonds)
 - Jewelry (Hearts)
 - Artifacts (Spades)
- Traveling Cards (effects last until the round ends unless otherwise stated):
 - Jewelry #2 : All chance cards have one extra chance.
 - Jewelry #3 : All players can slap if the same suit comes up twice.
 - Coins #4 : The target player has to play 2 cards (folded) at a time.
 - Coins #5 : (One-time) The target player plays for your turn.
 - Gems #6 : (One-time) Everyone but you has to place two cards (no slap) in the center pile.
 - Gems #7 : You get a free slap (No slap until you slap).
 - Artifacts #8 : You may have your turns skipped for chance card situations
 - Artifacts #9 : (One-time) You deactivate and take the top card.

Rules

Before the Game

All 60 cards are shuffled and distributed equally to the player's chance down. It is recommended that the traveling cards are distributed as evenly as possible in the deck to prevent one player having a significant advantage over another. If the amount of cards is divided unevenly, place the remaining cards are placed in the center pile before the first round starts. No one can look at the contents of their deck for the duration of the game. To see who goes first, players then hold up their deck to see which one has the highest value card at the bottom (ordering: 2-->3-->4-->5-->6-->7-->8-->9-->10-->J-->Q-->K-->A). If two values are the same, the suit order goes coin-->artifact-->jewelry-->gem.

During the Game



Base Game

1. Players take turns placing the top card of their deck in the center pile. Based on the placed card, the the next player will place cards under new situations.
 - a. Optionally, if the player has an unused traveling card, they may use it before they start putting cards down. If a traveling card is used, they must turn the card landscape. Players may not use the card again until someone slaps the card needed to reset the traveling card. Traveling cards may not be played after the player's turn begins. Players may only use one traveling card per turn.
 - b. If the card is a numbered card and there is no chance situation, the next player may simply place the top card on the pile with no special rules.
 - c. If the card is a chance card, the next player has a certain number of chances to play a chance card, or the round ends and the previous player wins the pile. The next player must keep putting cards down until either they get a chance card of their own or they run out of chances. J=1, Q=2, K=3, A=4 chances.
 - d. At the end of the turn, if the next card in the player's pile is a traveling card, they place traveling cards face-up in front of them until the next card is not a traveling card, and then have their turn end.

2. If a placed card has the same number as the one before it, players may slap the pile. This pattern includes chance cards; for example, if a Q is placed on top of another Q, this situation also occurs. The first player to do so wins the pile.
3. If the next player play a card before anyone can slap the pile during a slap situation, then the slap situation is removed and the round continues.
4. If a player slaps the pile when there is no slap situation, they are penalized by having the top two cards of their pile added to the bottom of the center pile with play continuing.
5. When a player wins the pile, the pile is added to the bottom of their deck in the same order they were placed in. The winning player then starts the new round by placing the top card of their pile into an empty pile.

Winning the Game

1. Winning can occur under two conditions:
 - a. Only one player has any cards remaining in their pile. The game is played in an elimination format, meaning that players lose over time and that they must sit out the rest of the game while the players that are still in continue. Elimination occurs whenever the player runs out of cards in their pile and the round ends without them winning. When they lose the game, they give any traveling cards they may have to the player that won the round they got eliminated in. If the traveling cards are used, they are reset to be “unused” when transferred to a new owner.
 - i. If a player runs out of cards in the middle of placing them down for a chance card situation, the next player must take over and place the remaining cards down. The slap rules do not change.
 - b. One player has at least one traveling card from each suit and each of those cards are “used”. Traveling cards have their own suits, and if a player manages to hold onto one of each type while using each of them, they will win. The victory happens as soon as the last traveling card is activated, before the effect takes place and before the round ends.

Etiquette

1. When placing a card down into the center pile, do not do it have the value of the card face you while you are putting it down. Doing this will give you an advantage as you will be able to see the value of the card before anybody else does and have an easier reaction to slapping the pile.
2. Do not hold your hand over the pile after you have placed your card into the center pile. Doing this means that you will have an easier time slapping the pile if a slapping situation comes up.
3. Keep your traveling cards visible at all times; do not block or hide them in any way.

Traveling Cards



**Unused card
(can be activated)**



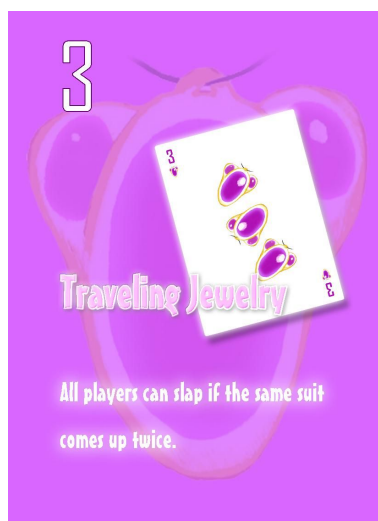
**Used card
(already activated)**

1. Traveling cards may only be activated when they are in their “unused” state. If they are activated, they must be turned to the “used” state until they are brought back to the unused state.
2. Traveling cards’ effects are only active after the card is activated.
3. The traveling cards have a “needed” card that a player needs to slap in the middle of the pile in order to get/maintain ownership of the traveling card. The needed card is projected in the corner.
4. Only one traveling card can be played per turn. A player with multiple unused traveling cards can only activate one for their turn.
5. If a player is out of cards in their pile but the round hasn’t ended yet (meaning that they are still in possession of their traveling cards), they may not use their traveling cards as they are not putting down any cards from their pile.
6. The only way to put traveling cards back into the unused state from the used state is to slap the respective card that the traveling card displays to slap.
 - a. If the player who owns the traveling card slaps the needed card in the pile, they keep the card for themselves. It goes into the unused state (meaning that basically nothing happens if the card was already unused).
 - b. If a player who doesn’t own the traveling card slaps the needed card, they will become the new owner of the traveling card and the card will be put into the unused state for them to use.

- c. When a player slaps the needed card for a traveling card, the round does not end and nobody takes the center pile; slapping the needed cards only affect the traveling cards.
 - d. If a player slaps a needed card at the same time a slap situation occurs, they win the traveling card and they take the center pile to end the round.
7. When a traveling card is played, if it affects the center pile, then the pile follows the rule of the last-placed card (if multiple cards are to be played at once during this, only the last card has any effect on the center pile). Also, if a traveling card affects how current cards are played, then it only affects cards starting at the current topmost card of the pile.
 8. Unless otherwise stated, traveling cards that change the rules of the game last until the round is over.
 9. Traveling cards that target another player may be used on yourself.

Jewelry #2

ALL PLAYERS' chance cards have one extra chance. This means that J gives 2 chances, Q gives 3, K gives 4, and A gives 5 for all players' chance cards. If this card is played immediately after a chance card is played, then it also gains one extra chance.



Jewelry #3

ALL PLAYERS can slap if the same suit comes up twice. The topmost card rule applies here; if there are already two cards of the same suit at the time this card is activated, then ignore them, but if a third card of that suit is played, players may slap as there are two cards of the same suit now on top of the pile.

Coins #4

TARGET PLAYER has to play two cards (folded) at a time. This includes when they are taking another player's turn. The player must play two cards at a time and treat them as if they are one card. If there is a traveling card between the two cards, remove the two cards face-down and take the traveling card out of the middle before placing the two cards into the center pile. If two cards simultaneously played are the same number, a slap situation does not occur (for example, let a player targeted by this card plays two 5's at the same time; the first 5 does not count as being in the pile, so unless the previous card is also a 5, no slap situation arises). However, if the two cards that are placed on top separately are the same number, a slap situation does arise (for example, let a player that is targeted by this card play a 6 and 4 at the same time followed by a 3 and a 4 at the same time; a slap situation would arise because of the two 4's played in a row). Additionally, only the top card of the two played at once is treated as a chance card if applicable (for example, let a player that is targeted by this card play a J and a K at the same time; the J is negated and the K is passed on as a chance card to the next player). If the targeted player only has one remaining card, they will play that one card and it will be treated as normal.

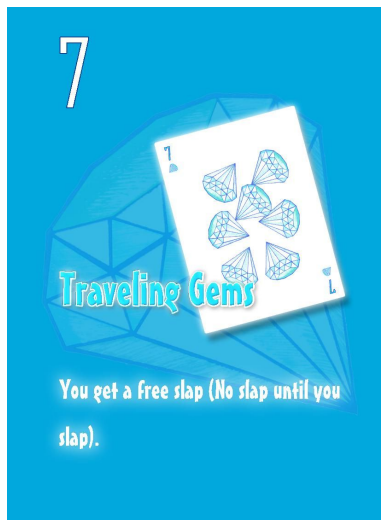


Coins #5

TARGET PLAYER plays for your turn. This means that the target player must play as many cards as needed for your turn if the card is a chance card. If this player plays a new chance card, then that chance card is regarded as yours and if the next player can't break out of the chance card, then you win the pile even though the targeted player played the chance card. Additionally, the turn cycle continues as if you had just played (for example, if players A, B, C, and D are playing a game and player B targets player A with this card, player A goes again because they just played the turn previously and then player C goes followed by player D then player A again). The targeted player may not activate any of their traveling cards during this effect as it is technically not their turn at the time.

Gems #6

ALL OPPONENTS must give up the top two cards of their pile to the center pile going in the turn order starting from the player who goes after you. Treat these cards as if they are all one card, meaning that no slaps or chance card situations may be used except for the very top card. If an opponent only has one card, they give up that one card. Any effects of the previous cards are negated (for example, chance card situations are broken out of).

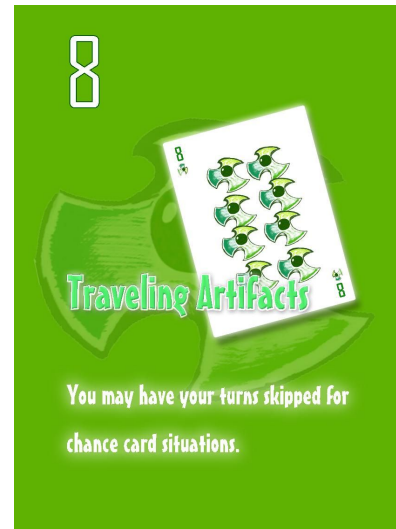


Gems #7

ALL OPPONENTS must adhere to a free slap that you get (no slap until you slap). No other player may slap for a traveling card or for a pair while the free slap hasn't been used. If they do, the normal penalty for an invalid slap is awarded to those players. The free slap is used when you attempt a slap (even if the slap was invalid). You may choose to hold off the free slap even when a valid slap situation arises and keep it as long as the round continues. Players may not stop play in order to force you to slap the pile.

Artifacts #8

YOU may have your turns skipped for chance card situations. If there is not, you must continue to play as normal. You may not play a traveling card on the turns that are skipped. The chance cards that you skip are not given ownership to you (for example, if players A, B, and C are playing and player B activates this card, then player A places a chance card and wins the round as player B is skipped and player C cannot break out of it). This card also applies for any chance card situations that are passed onto you if the previous player runs out in the middle. If there are only two players left, then the opponent who played the chance card must play cards themselves.



Artifacts #9

YOU deactivate and take the top card. Put this card at the bottom of your pile. Play continues with no chance card situation even if the previous card was a chance card itself.